2014 Fan Expo Gaming Events - Thursday August 28

Event Name:	Event Type:	Game System:	Game Type:	Event Format:	Number of Players:	Admission:	Prizes:	Start Time:	Duration:	Room:	Description (100 words or less):
BoardGame Library	Open Play	Various BoardGames	Board Games	NA	NA	Free	NA	Thurs 4:00 pm	All Day	Room 718	Come by the gaming room any time the convention doors are open to play a board game with your friends, or meet some new people and jump into a game together! Volunteers will be available to help you select a game and learn the rules from our mobile library of over 200 games, so whether you're looking for a classic (Risk, Monopoly), a modern Euro (Settlers of Catan, Dominion), or an entertaining party game (Wits & Wagers, Dixit), we'll be sure to have it!
Games on Demand	Open Play	Marvel Heroic RPG, Dungeon World, Fiasco, Fate Accelerated, Cosmic Patrol, 13th Age, Time & Temp, Monsterhearts, Penny For My Thoughts, Monsters and Other Childish Things	RPG	One-Shot		N/A	N/A	4:00 PM	5 hours	709	Come check out games available when you are! Games on Demand offers a variety of games that will run when players arrive and choose which game they'd like to play. Stay for as long or as short as you like, try a new system, and have some fun!
Defiance in Phlan	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	5:00 PM	4 hrs	711	The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.
Secrets of Sokol Keep	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	5:00 PM	4 hrs	711	Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.
Shadow on the Moonsea	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	5:00 PM	4 hrs	711	Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! A four-hour adventure for levels 1-4.
Dues for the Dead	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	5:00 PM	4 hrs	711	For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4.
Pathfinder Society	Open Play	Pathfinder	RPG	Organized Play	3/24	Free	Pathfinder Rulebooks and Accessories.	5:00 PM	4 hrs	711	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #0-05: Mists of Mwangi; #5-08: The Confirmation; #5-23: Cairn of Shadows; Module: Risen from the Sands
Open Demos	Open Play	Munchkin, Zombie Dice etc	Card/Board Games		Unlimited			Thur 4PM	All Day	718	Open demos of many Steve Jackson Games. Munchkin, Revolution, Frag, Zombie Dice. Free give aways.
Dice Masters Constructed	Tournament	Marvel Dice Masters	Dice Game	Swiss	4 / 32	$3.00		5:00 PM	4 hours	718	Bring up to 8 character cards with up to 20 dice (at least one on each card) and two Basic Action Cards with their dice and markers. Team Lists and Die numbers should be brought to the event. This event is Swiss format, with paired participants playing best of three matches per round; each round is 50 minutes long. Prize support is based on attendance. Pay and sign up in advance at www.cbagames.com to guarantee your space.
Kaijudo Demos	Demo	Kaijudo	Card Game	N/A	1 / 8	$0.00	None	4:00 PM	5 hours	718	Learn to play Kaijudo. The game is one year old and gaining in popularity every day. Great for Adults and Children. When you learn to play you will receive a Free demo deck and a booster while supplies last! Come anytime between 4pm and 8pm to learn the game.
Pokemon Demos	Demo	Pokemon	Card Game	N/A	1 / 8	$0.00	None	4:00 PM	5 hours	718	Learn to play Pokemon. Come anytime between 4pm and 8pm to learn the game.
Magic - Demos	Demo	Magic: The Gathering	Card Game	N/A	1 / 8	$0.00	None	4:00 PM	5 hours	718	Learn to play Magic: The Gathering, the most popular trading card game for over 20 years. You will receive a free demo deck! Come anytime between 4pm and 8pm to learn the game.
Krosmaster Arena innitiation	Demo	Krosmaster Arena	Boardgame	Innitiation	2 to 12		1 figurine set randomly drawn throughout all the participants	4 pm to 9 pm	1h per game	718	Learn how to play Krosmaster Arena, the game with tons of awesome figurines with incredible abilities! Games will be run continuously on 6 tables. Players have the chance to win a figurine every day!
Giant Blueprints	Demo	Blueprints	Boardgame	Giant game	2 to 4			4 pm to 9 pm	30 mins per game	718	Come try out Blueprints, the dice-building game, on this suepersized version! Wether you know the game or want to discover it, this is the coolest wayto play!
Pandemic	Demo	Pandemic	Boardgame	cooperative	2 to 16			4 pm to 9 pm	45 mins per game	718	Discover this unbelievable, incredibly contagious, coop game, or re-discover it with one of the two expnasions: On The Brink and In The Lab!
Tragedy Looper premiere	Demo	Tragedy Looper	Boardgame	Innitiation	2 to 3 per game			4 pm to 9 pm	2h per game	718	Premiering at the show! Please swing by our booth to reserve your spot! We will be runnig one game at 4PM and one at 6:30PM and will supply you with a Mastermind for your game. Get ready toenter the time loop!

Marketing and Meat & Greet	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**N/A**	**N/A**	**N/A**	**N/A**	**4:00 PM**	**5 hrs**	**OUTSIDE MAIN ROOM**	Marketing and advertising for Z-World Larp, con-goers can come and meet the Z-World Team and learn about the world of LARPing in Ontario
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Strikers Duel / Intro to Combat**	**20 / 100**	**N/A**	**N/A**	**5:00 PM**	**3 hrs**	**Combat Area**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
Shadowrun: Crossfire!	**Demo**	**Shadowrun: Crossfire**	**Board game**	**N/A**	**1 – 4**	**$0.00**	**0**	**10:00:00 AM**	**12**	**718**	Getting in was easy, just like Mr. Johnson promised. Buy you've got heavy company on the way out.
Rampage!	**Open Play**	**Battletech: Alpha Strike**	**Board game**	**N/A**	**1 – 8**	**$0.00**	**0**	**10:00:00 AM**	**12**	**718**	Lances of Battlemechs rage over blasted terrain in a wild free for all
The Duke	**Demo**	**The Duke**	**Board game**	**N/A**	**Min 1, Max 4**	**$0.00**	**0**	**10:00:00 AM**	**12**	**718**	In The Duke, players move their troop tiles around the board and flip them over after each move. Each tile's side shows a dierent movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture it. Capture your opponent's Duke to win!
The 'Mech Grinder	**Open Play**	**Battletech**	**Board game**	**-**	**2/12**		**Yes**	**10:00:00 AM**	**12**	**718**	The BattleTech board game simulates combat between various military vehicles in the thirty-first century. The king of the battlefield is the BattleMech, but a myriad of other military units bring additional fun to any game, from combat vehicles to infantry to aerospace units and more.
The Capellan Crusades	**Open Play**	**Battletech**	**Board game**		**Min 2, Max 12**						The Capellan Confederation is an unwilling participant in the Inner Sphere's best hope for peace, the Republic of the Sphere, who will emerge victorious?
Display/Booth		**Nero**	**Larp**	**N/A**	**N/A**			**4pm-9pm**			**This is the basics of the booth**
Warrior's Areana	**Combination Demo and Open Play**	**Nero**	**Larp**	**N/A**	**Approx 36 per hour**			**5pm-8pm**	**3hrs**	**"Pit"**	**Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'**

2014 Fan Expo Gaming Events - Friday August 29

Event Name:	Event Type:	Game System:	Game Type:	Event Format:	Number of Players:	Admission:	Prizes:	Start Time:	Duration:	Room:	Description (100 words or less):
BoardGame Library	**Open Play**	Various BoardGames	Board Games	NA	NA	Free	NA	Fri 10:00 am	All Day	Room 718	Come by the gaming room any time the convention doors are open to play a board game with your friends, or meet some new people and jump into a game together! Volunteers will be available to help you select a game and learn the rules from our mobile library of over 200 games, so whether you're looking for a classic (Risk, Monopoly), a modern Euro (Settlers of Catan, Dominion), or an entertaining party game (Wits & Wagers, Dixit), we'll be sure to have it!
Finding Your RPG Style	**Panel**	-	-	-	-	-	-	11:00 AM	1 hour	709	Every tabletop RPGs is different, and finding the one that fits your style can improve your gaming experiences. How much do you like to prepare? What type of material do you like to prepare? Should there be a Game Master? How much control over the game and the world should each player have? Our panelists will review common styles of roleplaying, and suggest games you should play to meet the needs of your RPG style.
Kicking Off Your Campaign	**Panel**	-	-	-	-	-	-	12:00 PM	1 hour	709	Starting a tabletop RPG campaign can feel overwhelming when you are juggling questions like: How to approach players with your idea? How much input should your players have? How much prep is too much? How to get players invested? How to create setting details that matter? Where to flesh out and where to leave blanks? Where to get inspiration? How is running a long campaign different from a short campaign? How to plan a story arc? Our panelists discuss how to start an RPG campaign and how you can answer these questions for your game.
Fate of the Norns: Ragnarok Fimbulwinter Falls	**Open Play**	Runic Game System (RGS)	RPG	One-Shot	2 to 5	N/A	N/A	2:00 PM	4 hrs	709	The sun & the moon have been devoured by 2 celestial wolves. Fimbulwinter has fallen across the land. Asgard the city of the gods is under siege. Midgard has descended into war & pretender kings war for the throne. You will use runes (instead of dice) in order to resolve combat and interact with a seductive and dangerous world!
Shadows of Esteren	**Open Play**	Shadows of Esteren	RPG	One-Shot	2 to 4	N/A	N/A	2:00 PM	4 hrs	709	Shadows of Esteren is a medieval role-playing game with a horrific and gothic influence. Drawing inspiration from Celtic myths, this universe has a discreetly fantastic side hidden under a bleak, realistic surface. This world is populated with humans who have to struggle through tough daily lives, while facing a supernatural threat lurking in the dark. With the focus of its adventures being investigation and survival, Shadows of Esteren favors an immersive mood and interaction among the Players.
Dread RPG - Cabin in the Woods	**Open Play**	Dread	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	Horror! Suspense! Jenga! A classic campy horror story played out with only imagination and a jenga tower. Dread is great for gamers who love roleplaying in a rules light system.
The Heat of the Night	**Open Play**	Summerland	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	Overnight the world ended. Where cities stood, a great forest loomed. Who knows how or why? More importantly: Who knows what lies beneath the leaves of Summerland. Play drifters asked by a community to rescue three of their children from the deepest parts of the Sea of Leaves. Welcome to Summerland, a role-playing game of desolation and redemption beneath the Sea of Leaves. The time is now. The world has changed. The Event brought the Sea of Leaves into our world, an immense forest that choked cities and drowned civilization overnight.
Runequest: The Tyrant's Tempest	**Open Play**	Runequest 6	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	Shipwrecked, the survivors of a sorcerous storm must explore a strange island and uncover its secrets or perish. Monsters, murder and madness await. This game will be a sword & sorcery adventure using Runequest 6, the latest iteration of this old school ruleset.
Microscope: Fractal Worldbuilding	**Open Play**	Microscope	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope. From periods spanning hundreds of years, to scenes capturing the details and emotions of single events, Microscope allows you to define and live out any world you desire. Mock chronological order. Defy time and space. Build worlds and destroy them. *Requires no pre-existing experience or materials. All materials are provided and all content is player-created.
Saving Guardsmen Randolph	**Open Play**	Warhammer 40K - Dark Heresy	RPG	One-Shot	8 to 11	N/A	N/A	2:00 PM	4 hrs	709	You and your fellow Acolytes have been dispatched to War World Kulth. Your task is to find an Imperial Guardsmen named Hubert Randolph, and bring him before your Inquisitor. However with the war on Kulth now entering it's 84th year, finding one Soldier won't be easy, especially since he has been reported MIA - Captured by Enemy (Orks)
TBA	**Open Play**	Firefly	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	
DCC: The Imperishable Sorceress	**Open Play**	Dungeon Crawl Classics	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	As the adventurers pass through a mundane door, they are startled to find themselves unexpectedly in a frozen landscape. A distant woman's voice whispers a welcome, and the characters are thrust into a tale of spirits and ancient secrets.
D&D Next: Hoard of the Dragon Queen	**Open Play**	D&D Next	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	Try out the first adventure for the official release of the new Dungeons and Dragons. Stop the Cult of the Dragons from their villainous plot to return Tiamat from the 9 Hells. While your intentions are good and pure, those of your allies may not be.
Savage Worlds: The Daggers of Plainsview	**Open Play**	Savage Worlds	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	709	You are a small group of scoundrels in the very large city of Plainsview. You need to make money, pay off the Thieves Guild and make sure you keep The Peace while doing it. Getting caught is tantamount to death as the nobles have a 'zero tolerance' policy of thievery. Can you make enough to live well until your next score? Story focused game, emphasis on role play.
Defiance in Phlan	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.

Dues for the Dead	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4.
Shadow on the Moonsea	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! A four-hour adventure for levels 1-4.
Secrets of Sokol Keep	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.
Fate of the Norns: Ragnarok - Fimbulwinter Falls	**Open Play**	Runic Game System (RGS)	RPG	One-Shot	2 to 5	N/A	N/A	7:00 PM	4 hrs	709	The sun & the moon have been devoured by 2 celestial wolves. Fimbulwinter has fallen across the land. Asgard the city of the gods is under siege. Midgard has descended into war & pretender kings war for the throne. You will use runes (instead of dice) in order to resolve combat and interact with a seductive and dangerous world!
Friday Night Curses	**Open Play**	Geasa	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	Geasa is a GM-less, co-operative competitive game where you play people trying to achieve their dreams and the fae that get in their way.
Prick Goes the Scorpion's Tale	**Open Play**	Don't Rest Your Head	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	You can't sleep. It started like that for all of us, back when we were garden variety insomniacs. Maybe you had nightmares or maybe you just had problems that wouldn't let you sleep. Hell, maybe you were just over-caffeinated. But then something clicked. That was when you took a long walk down the streets of the Mad City, stopped being a Sleeper, and started being Awake. But that click you heard wasn't from the secret world snapping into place. It was the sound of the Nightmares flicking off the safety and pointing a gun at your head.
Dresden Files - Weapons Policy?	**Open Play**	Dresden Files	RPG	One-Shot	1 to 4	N/A	N/A	7:00 PM	4 hrs	709	You and your friends are a small "coven" of mildly talented practitioners. Not the kind of people that normally attract the attention of the White Council. So when a Council Warden shows up to ask for your help to bring down a gang of artifact smugglers, you are temped to say no. That is until he mentions that helping him will get you an all access pass to Canada's Largest Fan Con.
Pathfinder: Goblins - Contest of Carnage	**Open Play**	Pathfinder	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	It's that time of the year once again. A time goblin tribes of Golaria to set aside differences and grievances and come together to slake their bloodlust by watching a bunch of chumps mangle the crap outta each other. In case you hadn't guesses it - You're one of those chumps. Time to stab, shoot, burn, and explode your way to fame, glory and fabulous prizes.
D&D With a Twist	**Open Play**	AD&D 2nd Ed.	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	You are on your way home when you are suddenly overcome by a dizzying mist. When you awake you find yourself in a forest with an angry looking "something" staring at you! "This can't be real", you tell yourself, even as the small creature jabs you with his pointed staff. What do you do?
TBA	**Open Play**	Firefly	RPG	One-Shot	03-May	N/A	N/A	7:00 PM	4 hrs	709	N/A
Big Eyes Small Mouth: Magical Stormy Vale High	**Open Play**	Big Eyes Small Mouth- Modified	RPG	One-Shot	3 to 4	N/A	N/A	7:00 PM	4 hrs	709	You are students at the Magical Stormy Vales High and belong to the beleaguered school baseball team. Your arch-nemeses, the Chess Club have challenged you to spend a night in the local haunted house and, if you survive, they will buy you new baseball uniforms to replace your current ones which are puce and paisley. Hilarity and horror will ensue!
World of Darkness: Lords of New York	**Open Play**	New World of Darkness	RPG	One-Shot	1 to 5	N/A	N/A	7:00 PM	4 hrs	709	When a politician is assassinated at a gala in Soho, the remaining guests are entered into a contract - find the killer in 24 hours, or die.
Golden Sky Stories: the Dragon's Journey	**Open Play**	Golden Sky Stories: english edition	RPG	One-Shot	02-May	N/A	N/A	7:00 PM	4 hrs	709	You're a bunch of spirit animals called henge, watching over Hitsotuna Town and making friends with the local humans. One day an odd spirit appears, a river dragon. He starts causing trouble. Is he an enemy or will you make friends with him?
Labyrinth Lord: The Darkness Beneath	**Open Play**	Labyrinth Lord: Revised Edition	RPG	One-Shot	4 to 6	N/A	N/A	7:00 PM	4 hrs	709	Journey back to a time when men were boys, woman were girls and roleplaying was about exploring, adventure and player character death! Explore the upper levels of this Megadungeon in which chaos reins supreme. Many aspects are randomly generated and nothing is certain, not even for the gamemaster. This adventure contains all the weird, quirky, campy romp of yesteryear's Dungeon and Dragons. Will you take the gamble and journey into the Darkness Beneath?
The Isle of Bozbane	**Open Play**	Critical!: Go Westerly	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	After a shipwreck, you and your fellow adventurers awaken on a remote island where everything seems to be enlarged to a rather gargantuan scale. Will you find your way off the island? Who or what is Bozbane? Are these teaser questions specifically tailored to get you interested in the game? Yes.
Corruption in Kryptgarden	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	711	Kryptgarden Forest has long been a place feared by travelers. Now, the Cult of the Dragon has used that fear to its advantage, securing a stronghold deep in the forest. The Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and the Zhentarim are recruiting groups of adventurers to infiltrate the forest to find out the cult's purpose.
Corruption in Kryptgarden	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	711	Kryptgarden Forest has long been a place feared by travelers. Now, the Cult of the Dragon has used that fear to its advantage, securing a stronghold deep in the forest. The Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and the Zhentarim are recruiting groups of adventurers to infiltrate the forest to find out the cult's purpose.
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Corruption in Kryptgarden	**Open Play**	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	5 hrs	712	Kryptgarden Forest has long been a place feared by travelers. Now, the Cult of the Dragon has used that fear to its advantage, securing a stronghold deep in the forest. The Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and the Zhentarim are recruiting groups of adventurers to infiltrate the forest to find out the cult's purpose.

Pathfinder Society	**Open Play**	Pathfinder	RPG	Organized Play	3/30	Free	**Pathfinder Rulebooks and Accessories**	11:30 AM	4 hrs	711	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #1-35: Voice in the Void; #5-18: The Stranger Within; #5-19: The Horn of Aroden; #5-24: Assault on the Wound; Module: We Be Goblins!
Pathfinder Society	**Open Play**	Pathfinder	RPG	Organized Play	3/30	Free	**Pathfinder Rulebooks and Accessories**	4:00 PM	4 hrs	711	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #2-11: The Penumbral Accords; #5-08: The Confirmation; #5-13: Weapon in the Rift; #6-01: Trial by Machine; #6-02: The Silver Mount Collection
Pathfinder Society	**Open Play**	Pathfinder	RPG	Organized Play	3/18	Free	**Pathfinder Rulebooks and Accessories**	8:30 PM	4 hrs	711	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #5-14: Day of the Demon; #6-01: Trial by Machine; Module: Master of the Fallen Fortress
Open Demos	**Open Play**	Munchkin	Card/Board Games					10:00:00	All Day	718	Open demos of many Steve Jackson Games. Munchkin, Revolution, Frag, Zombie Dice. Free give aways.
Zombie Dice Tournament	**Tournament**	Zombie Dice	Dice Game	Elimination	Max 30		Yes	13:00:00	1hr	718	3 rounds of Zombie Dice. Players with the most brains accumulated over the 3 rounds win top prize.
Munchkin Tournament	**Tournament**	Munchkin	Card Game	Elimination	Max 36		Yes	15:00:00	3Hrs	718	3 rounds of different flavours of Munchkin. Top six players after 2 rounds move to final round and compete for the top prize
Dice Masters - Constructed	**Tournament**	Marvel Dice Masters	Dice Game	Swiss	4 / 32	$3.00	Boosters	12:00 PM	4 hours	718	Bring up to 8 character cards with up to 20 dice (at least one on each card) and two Basic Action Cards with their dice and markers. Team Lists and Die numbers should be brought to the event. This event is Swiss format, with paired participants playing best of three matches per round; each round is 50 minutes long. Prize support is based on attendance. Pay and sign up in advance at www.cbagames.com to guarantee your space.
Kaijudo - Demos	**Demo**	Kaijudo	Card Game	N/A	1 / 8	$0.00	None	10:30 AM	7.5 hours	718	Learn to play Kaijudo. The game is one year old and gaining in popularity every day. Great for Adults and Children. When you learn to play you will receive a Free demo deck and a booster while supplies last! Come anytime between 10:30 am and 7 pm to learn the game.
Kaijudo - Draft	**Tournament**	Kaijudo	Card Game	Swiss	4 / 32	$15.00	Promo Cards, One Uncut Kaijudo Card Sheet and Boosters	4:00 PM	5 hours	718	Kaijudo Draft with 3 packs of the new 14 card Quest for the Gauntlet Boosters. Minimum deck size is 30. Booster pack prize support is based on attendance. For complete prize and event details and to pay and sign up in advance at www.cbagames.com
Heroclix - Casual	**Open Play**	Heroclix	Miniatures Game	Swiss	1 / 16	$0.00	None	12:00 PM	6 hours	718	Learn to Play Heroclix and have a casual match with others.
Magic - Demos	**Demo**	Magic: The Gathering	Card Game	N/A	1 / 8	$0.00	None	10:30 AM	7 hours	718	Learn to play Magic: The Gathering, the most popular trading card game for over 20 years. You will receive a free demo deck! Come anytime between 10:30 am and 7 pm to learn the game.
Magic - Intro Pack Tournament	**Tournament**	Magic: The Gathering	Card Game	Swiss	4 / 16	$18.00	Boosters	2:00 PM	3 hours	718	Purchase a Magic 2015 Intro Pack and play in this fun, entry-level tournament for some cool prizes.
Magic - Commander	**Tournament**	Magic: The Gathering	Card Game	Elimination	3 / 16	$3.00	Credit	3:00 PM	2 hours	718	Winner of each 3 to 5 player pod will get entry fees from the pod returned to them in form of store credit.
Magic - Constructed Win-a-Box	**Tournament**	Magic: The Gathering	Card Game	Elimination	8	$12.00	Box	Every hour	9 hours	718	Standard, Modern and/or Legacy every hour on the hour as numbers allow.
Magic - Draft	**Tournament**	Magic: The Gathering	Card Game	Elimination	8	$12.00	Boosters	Every hour	9 hours	718	M15 or Theros Block draft every hour on the hour as numbers allow. 1st place receives 8 boosters, 2nd place 4 boosters.
Magic - FNM Standard	**Tournament**	Magic: The Gathering	Card Game	Swiss	4 / 32	$12.00	Boosters	6:30 PM	5 hours	718	A Bile Blight promo card will be awarded to Top 2 players and two more will be randomly awarded. Additional booster prizes and give aways based on attendance.
Magic - FNM Draft	**Tournament**	Magic: The Gathering	Card Game	Swiss	4 / 32	$12.00	Boosters	6:00 PM	6 hours	718	A Bile Blight promo card will be awarded to Top 2 players and two more will be randomly awarded. Additional booster prizes and give aways based on attendance.
Krosmaster Arena initiation	**Demo**	Krosmaster Arena	Boardgame	Innitiation	2 to 12		1 figurine set randomly drawn throughout all the participants	11 am to 6 pm	1h per game	718	Learn how to play Krosmaster Arena, the game with tons of awesome figurines with incredible abilities! Games will be run continuously on 6 tables. Players have the chance to win a figurine every day!
Giant Blueprints	**Demo**	Blueprints	Boardgame	Giant game	2 to 4			11 am to 6 pm	30 mins per game	718	Come try out Blueprints, the dice-building game, on this suepersized version! Wether you know the game or want to discover it, this is the coolest wayto play!
Pandemic	**Demo**	Pandemic	Boardgame	cooperative	2 to 16			11 am to 6 pm	45 mins per game	718	Discover this unbelievable, incredibly contagious, coop game, or re-discover it with one of the two expnasions: On The Brink and In The Lab!
Tragedy Looper premiere	**Demo**	Tragedy Looper	Boardgame	Innitiation	2 to 3 per game			11 am to 6 pm	2h per game	718	Premiering at the show! Please swing by our booth to reserve your spot! We will be runnig games ever 2h and will supply you with a Mastermind for your game. Get ready toenter the time loop!
Pandemic survival	**Tournament**	Pandemic	Boardgame	Elimination, in teams of 2	20 teams of 2		A place for the Final next year and a unique Pandemic Survival t-shirt	7:00 PM	about 90 mins	718	In this epic Pandemic you have one goal: Survive! Teams of 2 players will face eachother in this epic battle for survival. The same cards, the same infections, the same goal. Who will survive?
Underworld LARP presents Destroy the Necromancer	**Demo**	Underworld LARP	LARP		MAX: 20			11: 00AM	1.5 hours	LARP	Underworld LARP needs your help! A necromancer has taken over the field of prosperity and we must recruit warriors to defeat the undead and in the name of the Elven princess! Register at the Underworld booth. WWW.LARP.CA

Underworld LARP presents Save the Goblins	**Demo**	Underworld LARP	LARP		MAX: 20			5: 00PM	1.5 hours	LARP	Underworld's Goblin population is shrinking due to heroes and adventurers going out and looting them in the name of the Elven princess! Join the evil necromancer as his forces attack the so called heroes of Underworld. WWW.LARP.CA
HEROCLIX:ZOMBIES	**Tournament**	HEROCLIX	miniatures	Elimination/Swiss	4/34	$15	tba	1p.	3hrs.	718	
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Strikers Duel / Intro to Combat**	**20 / 100**	**N/A**	**N/A**	**10:00 AM**	**2 hrs**	**COMBAT AREA**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
Z-World Episode	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Live Story**	**05 / 20**	**Sign up at the Z-World Booth**	**N/A**	**12:30 PM**	**1.5 hrs**	**LARP ROOM**	A chance for newcomers to immerse themselves in the Z-World universe and experince a mod similar to what would occur at an official game.
Z-World Photo Op	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Photo Session**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**OUTSIDE MAIN ROOM**	The public is invited to come have their photo taken with their favorite Zombie to add to our "Wall of Survivors"
Z-World Make Over	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Face Painting**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**OUTSIDE MAIN ROOM**	The public is invited to come have their make-up done to Zombify their look
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Monster Battles**	**20 / 100**	**N/A**	**N/A**	**2:00 PM**	**2 hrs**	**COMBAT AREA**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
MARKETING	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**N/A**	**N/A**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**OUTSIDE MAIN ROOM**	Marketing and advertising for Z-World Larp, con-goers can come and meet the Z-World Team and learn about the world of LARPing in Ontario
Shadowrun: Crossfire!	**Demo**	**Shadowrun: Crossfire**	Board game	N/A	1 – 4	$0.00	0	10:00:00 AM	12	718	Getting in was easy, just like Mr. Johnson promised. Buy you've got heavy company on the way out.
Rampage!	**Open Play**	**Battletech: Alpha Strike**	Board game	N/A	1 – 8	$0.00	0	10:00:00 AM	12	718	Lances of Battlemechs rage over blasted terrain in a wild free for all
The Duke	**Demo**	**The Duke**	Board game	-	Min 1, Max 4			10:00:00 AM	12	718	In The Duke, players move their troop tiles around the board and flip them over after each move. Each tile's side shows a dierent movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture it. Capture your opponent's Duke to win!
The 'Mech Grinder	**Miniatures**	**Battletech**	Board game	-	2/12		Yes	10:00:00 AM	12	718	The BattleTech board game simulates combat between various military vehicles in the thirty-first century. The king of the battlefield is the BattleMech, but a myriad of other military units bring additional fun to any game, from combat vehicles to infantry to aerospace units and more.
The Capellan Crusades	**Open Play**	**Battletech**	Board game		Min 2, Max 12			10:00:00 AM	12		The Capellan Confederation is an unwilling participant in the Inner Sphere's best hope for peace, the Republic of the Sphere, who will emerge victorious?
Display/Booth	**LARP**	**NERO**	**LARP**	**N/A**	**N/A**			**10am-7pm**			This is the basics of the booth
Nero Campaign	**LARP**	**NERO**	**LARP**	**N/A**	**5 to 25**	**Sign Up**		**2:30-4**	**1.5hrs**	**TBD**	Join Nero Canada and fellow Con-Goers in a combat experience to teach you the basics of LARP Combat and role-play adventure.
Warrior's Areana	**LARP**	**NERO**	**LARP**	**N/A**	**Approx 36 per hour**			**12pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'
Warrior's Areana	**LARP**	**NERO**	**LARP**	**N/A**	**Approx 36 per hour**			**3pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'

2014 Fan Expo Gaming Events - Saturday August 30

Event Name:	Event Type:	Game System:	Game Type:	Event Format:	Number of Players:	Admission:	Prizes:	Start Time:	Duration:	Room:	Description (100 words or less):
BoardGame Library	Open Play	Various BoardGames	Board Games	NA	NA	Free	NA	Sat 10:00 am	All Day	Room 718	Come by the gaming room any time the convention doors are open to play a board game with your friends, or meet some new people and jump into a game together! Volunteers will be available to help you select a game and learn the rules from our mobile library of over 200 games, so whether you're looking for a classic (Risk, Monopoly), a modern Euro (Settlers of Catan, Dominion), or an entertaining party game (Wits & Wagers, Dixit), we'll be sure to have it!
Finding Your RPG Style	Workshop	-	-	-	-	-	-	11:00 AM	1 hour	709	Join our panelists for open roundtable discussions about your tabletop RPG style. Discuss what games you love and what you love about them, what game you are dying to try next, and how to find a game that will meet the needs of you and your group.
Kicking Off Your Campaign	Workshop	-	-	-	-	-	-	12:00 PM	1 hour	709	Join our panelists for open roundtable discussions about starting your next tabletop RPG campaign. Discuss the parts of starting a campaign that you love and hate, where you find your inspiration, and how to get your players involved and invested in the process.
Gaming By Storm	Open Play	Critical!: Go Westerly, TWERPS!, Fate, Conan, Savage Worlds, Outbreak - Undead, Cosmic Patrol, Dungeon World, Marvel: Super Heroic Roleplaying, Swords without Master	RPG	One-Shot		N/A	N/A	2:00 PM	4 hours	709	Want to play a game but not spend four hours in the game room? Gaming By Storm offers four one-hour slots of different games. Players try one system for an hour and then can try another system or leave if they wish. Come check out some of the best systems on the market and learn what the game is all about in under an hour!
Shadow on the Moonsea	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! A four-hour adventure for levels 1-4.
Secrets of Sokol Keep	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.
Dues for the Dead	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4.
Defiance in Phlan	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.
Defiance in Phlan	Open Play	D&D 5e	RPG	One-Shot	3 to 5	N/A	N/A	2:00 PM	4 hrs	711	The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.
Fate of the Norns: Ragnarok - Fimbulwinter Falls	Open Play	Runic Game System (RGS)	RPG	One-Shot	2 to 5	N/A	N/A	7:00 PM	4 hrs	709	The sun & the moon have been devoured by 2 celestial wolves. Fimbulwinter has fallen across the land. Asgard the city of the gods is under siege. Midgard has descended into war & pretender kings war for the throne. You will use runes (instead of dice) in order to resolve combat and interact with a seductive and dangerous world!
Shadows of Esteren	Open Play	Shadows of Esteren	RPG	One-Shot	2 to 4	N/A	N/A	7:00 PM	4 hrs	709	Shadows of Esteren is a medieval role-playing game with a horrific and gothic influence. Drawing inspiration from Celtic myths, this universe has a discreetly fantastic side hidden under a bleak, realistic surface. This world is populated with humans who have to struggle through tough daily lives, while facing a supernatural threat lurking in the dark. With the focus of its adventures being investigation and survival, Shadows of Esteren favors an immersive mood and interaction among the Players.
FAE - Saturday Morning Breakfast Cereal	Open Play	Fate Accelerated	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	Fate Accelerated (FAE) is a condensed version of Fate Core. In this game you will play the heroes of Saturday morning cartoons, fighting for the hearts and minds of the nation's youth, while struggling to defeat the wicked censors, advertisers and other meddling grownups.
Numenera: Vortex	Open Play	Numenera	RPG	One-Shot	2 to 5	N/A	N/A	7:00 PM	4 hrs	709	Numenera is a science fantasy game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. The PCs explore this Ninth World of mystery and danger to find these leftover artifacts of the past: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. A mysterious cult worships something called "the Vortex" in a temple like nothing anyone in the Ninth World has ever seen. Pregenerated characters will be provided.
The Molstein Dark Brew Getaway	Open Play	World of Darkness	RPG	One-Shot	6 to 9	N/A	N/A	7:00 PM	4 hrs	709	Congratulations! By finding the singing beer bottle you have won a trip to Lonely Lake where you'll spend an exciting weekend partying in the palatial summer cabin of the late Henry Molstien! Hundreds of miles from civilization, there'll be no one to hear you cheer on the DJ! The Molstein Party Crew™ will have you rocking back and forth without sleep until the break of dawn! There will be absolutely, positively no escape from the fun! (Must be of legal drinking age, some legal restrictions may apply)
Microscope: Fractal Worldbuilding	Open Play	Microscope	RPG	One-Shot	3 to 5	N/A	N/A	7:00 PM	4 hrs	709	Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope. From periods spanning hundreds of years, to scenes capturing the details and emotions of single events, Microscope allows you to define and live out any world you desire. Mock chronological order. Defy time and space. Build worlds and destroy them. *Requires no pre-existing experience or materials. All materials are provided and all content is player-created.

Dresden Files - Weapons Policy?	**Open Play**	**Dresden Files**	**RPG**	**One-Shot**	**1 to 4**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**	**709**	You and your friends are a small "coven" of mildly talented practitioners. Not the kind of people that normally attract the attention of the White Council. So when a Council Warden shows up to ask for your help to bring down a gang of artifact smugglers, you are temped to say no. That is until he mentions that helping him will get you an all access pass to Canada's Largest Fan Con.
TBA	**Open Play**	**Firefly**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**	**709**	
Pathfinder: Goblins - Carnage on the High Seas	**Open Play**	**Pathfinder**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**	**709**	After an tragic "Accident" resulted in the total obliviation of the goblin capitol Thunderfart City, A small rag tag group of survivors have decided to put their carnage causing skills to use in the Arcadian Sea. Murder, plunder and burning stuff are sure to ensue. Hopefully some shiny treasure as well!
D&D With a Twist	**Open Play**	**AD&D 2nd Ed.**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**	**709**	You are on your way home when you are suddenly overcome by a dizzying mist. When you awake you find yourself in a forest with an angry looking "something" staring at you! "This can't be real", you tell yourself, even as the small creature jabs you with his pointed staff. What do you do?
DCC: The Arwich Grinder	**Open Play**	**Dungeon Crawl Classics**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**	**709**	The Curwen Family have lived up among the pine woods on the outskirts of Arwich Village for as long as the oldest village gaffers can remember. The beautiful Bessie Curwen's bonnet is found in a strange creature's grasp. The village owes much to her family, so someone must go up into the dark pine-clad hills to make sure that the Curwens are all right. After all, the Curwens saved the village from starvation two winters ago. If you do not go, who will? The Arwich Grinder is a Lovecraftean 0-level funnel for the DCC RPG written by Daniel J. Bishop and published in Crawl #9.
Shadow on the Moonsea	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**		Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! A four-hour adventure for levels 1-4.
Secrets of Sokol Keep	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**		Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.
Defiance in Phlan	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**7:00 PM**	**4 hrs**		The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.
Pathfinder Society	**Open Play**	**Pathfinder**	**RPG**	**Organized Play**	**3/30**	**Free**	**Pathfinder Rulebooks and Accessories**	**10:30 AM**	**4 hrs**	**711**	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #5-08: The Confirmation; #5-19: The Horn of Aroden; #5-21: The Merchant's Wake; #6-01: The Silver Mount Collection; #6-03: The Technic Siege
Pathfinder Society	**Open Play**	**Pathfinder**	**RPG**	**Organized Play**	**3/30**	**Free**	**Pathfinder Rulebooks and Accessories**	**3:00 PM**	**4 hrs**	**711**	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #5-20: The Sealed Gate; #5-22: Scars of the Third Crusade; #6-01: Trial by Machine; Module: We by Goblins!; Module: Risen from the Sands
Pathfinder Society	**Open Play**	**Pathfinder**	**RPG**	**Organized Play**	**3/42**	**Free**	**Pathfinder Rulebooks and Accessories**	**8:00 PM**	**4 hrs**	**711**	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Convention Special - participate in an interactive special where all tables play the same adventure and their actions can affect each other. First time played in Canada: #6-SP: Legacy of the Stonelords
Open Demos	**Open Play**	**Munchkin**	**Card/Board Games**					**Sat 10AM**	**All Day**	**718**	Open demos of many Steve Jackson Games. Munchkin, Revolution, Frag, Zombie Dice. Free give aways.
Revolution Tournament	**Tournament**	**Revolution**	**Board Game**	**Elimination**	**Max 18**		**Yes**	**Sat 1PM**	**2Hrs**	**718**	2 rounds of Revolution. The players with the highest cumulative support receive the top Prizes
Munchkin Tournament	**Tournament**	**Munchkin**	**Card Game**	**Elimination**	**Max 36**		**Yes**	**Sat 3PM**	**3Hrs**	**718**	3 rounds of different flavours of Munchkin. Top six players after 2 rounds move to final round and compete for the top prize
Dice Masters - Constructed	**Tournament**	**Marvel Dice Masters**	**Dice Game**	**Swiss**	**4 / 32**	**$3.00**		**4:00 PM**	**4 hours**	**718**	Bring up to 8 character cards with up to 20 dice (at least one on each card) and two Basic Action Cards with their dice and markers. Team Lists and Die numbers should be brought to the event. This event is Swiss format, with paired participants playing best of three matches per round; each round is 50 minutes long. Prize support is based on attendance. Pay and sign up in advance at www.cbagames.com to guarantee your space.
Kaijudo - Demos	**Demo**	**Kaijudo**	**Card Game**	**N/A**	**1 / 8**	**$0.00**	**None**	**10:30 AM**	**7 hours**	**718**	Learn to play Kaijudo. The game is one year old and gaining in popularity every day. Great for Adults and Children. When you learn to play you will receive a Free demo deck and a booster while supplies last! Come anytime between 10:30 am and 7 pm to learn the game.
Kaijudo - Draft	**Tournament**	**Kaijudo**	**Card Game**	**Swiss**	**4 / 32**	**$15.00**	**Promo Cards, One Uncut Kaijudo Card Sheet and Boosters**	**11:00 AM**	**5 hours**	**718**	Kaijudo Draft with 3 packs of the new 14 card Quest for the Gauntlet Boosters. Minimum deck size is 30. Booster pack prize support is based on attendance. For complete prize and event details and to pay and sign up in advance at www.cbagames.com
Kaijudo - Constructed	**Tournament**	**Kaijudo**	**Card Game**	**Swiss**	**4 / 32**	**$5.00**	**Promo Cards, One Uncut Kaijudo Card Sheet and Boosters**	**5:00 PM**	**4 hours**	**718**	Booster pack prize support is based on attendance. For complete prize and event details and to pay and sign up in advance at www.cbagames.com
Heroclix - Sealed	**Tournament**	**Heroclix**	**Miniatures Game**	**Swiss**	**4 / 32**	**$35.00**	**OP Kit Prizing**	**12:00 PM**	**4 hours**	**718**	300 point sealed tournament using one DC Heroclix: War of Light Booster (Wave 1 or Wave 2 - Choice will be based on order event is registered/paid for) and one other (non War of Light) Heroclix booster. No resources, relics, ATA's BFC's or Feats. Prize pool will include 3 Larfleese LE's, 3 Arkillo LE's, Participation prizes and objects from both month one and two War of Light OP kits. For complete details/rules and to pre-register go to www.cbagames.com
Star Trek Attack Wing - Sealed	**Tournament**	**Star Trek Attack Wing**	**Miniatures Game**	**Swiss**	**4 / 32**	**$7.00**	**OP Kit Prizing**	**2:00 PM**	**4 hours**	**718**	100 point constructed event. For complete details/rules and to pre-register go to www.cbagames.com
Magic - Demos	**Demo**	**Magic: The Gathering**	**Card Game**	**N/A**	**1 / 8**	**$0.00**	**None**	**10:00 AM**	**7 hours**	**718**	Learn to play Magic: The Gathering, the most popular trading card game for over 20 years. You will receive a free demo deck! Come anytime between 10am and 4pm to leearn the game.
Magic - Constructed Win-a-Box	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**8**	**$12.00**	**Box**	**Every hour**	**9 hours**	**718**	Standard, Modern and/or Legacy every hour on the hour as numbers allow.

Magic - Draft	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**8**	**$12.00**	**Boosters**	**Every hour**	**9 hours**	**718**	M15 or Theros Block draft every hour on the hour as numbers allow. 1st place receives 8 boosters, 2nd place 4 boosters.
Magic - Intro Pack Tournament	**Tournament**	**Magic: The Gathering**	**Card Game**	**Swiss**	**4 / 16**	**$18.00**	**Boosters**	**12:00 PM**	**3 hours**	**718**	Purchase a Magic 2015 Intro Pack and play in this fun, entry-level tournament for some cool prizes.
Magic - Commander	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**3 / 16**	**$3.00**	**Credit**	**1:00 PM**	**2 hours**	**718**	Winner of each 3 to 5 player pod will get entry fees from the pod returned to them in form of store credit.
Magic - Intro Pack Tournament	**Tournament**	**Magic: The Gathering**	**Card Game**	**Swiss**	**4 / 16**	**$18.00**	**Boosters**	**3:00 PM**	**3 hours**	**718**	Purchase a Magic 2015 Intro Pack and play in this fun, entry-level tournament for some cool prizes.
Magic - Commander	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**3 / 16**	**$3.00**	**Credit**	**4:00 PM**	**2 hours**	**718**	Winner of each 3 to 5 player pod will get entry fees from the pod returned to them in form of store credit.
Akrotiri Premiere	**Demo**	**Akrotiri**	**Boardgame**	**Innitiation**	**2**			**10 am to 12 am**	**45 mins per game**	**718**	Discover Akrotiri, this new 2-player game, with one of the designers! Be one of the first to play this game that will be released this fall!
Splendor Tournament	**Tournament**	**Splendor**	**Boardgame**	**Elimination**	**8 to 32**		**50$ to spend at our booth**	**11:00 AM**	**2h**	**718**	Discover what all the talk is about in this Splendor tournament! Sign up at our booth starting Thursday at 4pm!
Krosmaster Arena innitiation	**Demo**	**Krosmaster Arena**	**Boardgame**	**Innitiation**	**2 to 4**		**1 figurine set randomly drawn throughout all the participants**	**10 am to 2 pm**	**1h per game**	**718**	Learn how to play Krosmaster Arena, the game with tons of awesome figurines with incredible abilities! Games will be run continuously on 6 tables. Players have the chance to win a figurine every day!
Tragedy Looper premiere	**Demo**	**Tragedy Looper**	**Boardgame**	**Innitiation**	**2 to 3 per game**			**10 am to 2 pm**	**2h per game**	**718**	Premiering at the show! Please swing by our booth to reserve your spot! We will be runnig games ever 2h and will supply you with a Mastermind for your game. Get ready toenter the time loop!
Special Pandemic Contagion	**Demo**	**Pandemic Contagion**	**Boardgame**	**Innitiation**	**2 to 10**			**1:00 PM**	**1h**	**718**	You are the disease, there is no cure! Check out this new, non-coop, reverse-Pandemic, where the diseases fight back! The game will be making its Canadian premiere at the show!
Pandemic survival	**Tournament**	**Pandemic**	**Boardgame**	**Elimination in teams of 2**	**20 teams of 2**		**A place for the Final next year and a unique Pandemic Survival t-shirt**	**3:00 PM**	**about 90 mins**	**718**	In this epic Pandemic you have one goal: Survive! Teams of 2 players will face eachother in this epic battle for survival. The same cards, the same infections, the same goal. Who will survive?
Underworld LARP presents Elven Princess's open challenge tournament	**Tournament**	**Underworld LARP**	**LARP**	**Elimination**	**MAX: 20**		**1st - 2nd - 3rd**	**12:00PM**	**1.5 Hours**	**LARP**	Underworld LARP invites you to join us in a tournament to the death in the name of the Elven Princess (depletion of your in game HP)! The winner will face off on Sunday against the winner of the Necromancer's tournament later today!!! Register at the Underworld LARP booth to be a part of what could be the best LARP tournament in the history of FanExpo! The top 3 finalists will be awarded with prizes!!!! WWW.LARP.CA
Underworld LARP presents Necromancer's open challenge tournament	**Tournament**	**Underworld LARP**	**LARP**	**Elimination**	**MAX: 20**		**1st - 2nd - 3rd**	**05:00PM**	**1.5 Hours**	**LARP**	Underworld LARP invites you to join us in a tournament to the death in the name of the Necromancer!!! (Depletion of your in game HP)! The winner will face off on Sunday against the winner of the Princess's tournament!!! Register at the Underworld LARP booth to be a part of what could be the best LARP tournament in the history of FanExpo! The top 3 finalists will be awarded with prizes!!!! WWW.LARP.CA
HEROCLIX:WARofLIGHT	**Tournament**	**HEROCLIX**	**miniatures**	**Elimination/ Swiss**	**4/34**	**$35**	**tba**	**1p.**	**3hrs.**	**718**	
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Strikers Duel / Intro to Combat**	**20 / 100**	**N/A**	**N/A**	**10:00 AM**	**2 hrs**	**600**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
Z-World Episode	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Live Story**	**05 / 20**	**Sign up at the Z-World Booth**	**N/A**	**4:30 PM**	**1.5 hrs**	**712**	A chance for newcomers to immerse themselves in the Z-World universe and experince a mod similar to what would occur at an official game.
Z-World Photo Op	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Photo Session**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**718**	The public is invited to come have their photo taken with their favorite Zombie to add to our "Wall of Survivors"
Z-World Make Over	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Face Painting**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**718**	The public is invited to come have their make-up done to Zombify their look
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Monster Battles**	**20 / 100**	**N/A**	**N/A**	**1:00 PM**	**2 hrs**	**600**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
MARKETING	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**N/A**	**N/A**	**N/A**	**N/A**	**10:00 AM**	**9 hrs**	**718**	Marketing and advertising for Z-World Larp, con-goers can come and meet the Z-World Team and learn about the world of LARPing in Ontario
Shadowrun: Crossfire!	**Demo**	**Shadowrun: Crossfire**	**Board game**	**N/A**	**1 – 4**	**$0.00**	**0**	**10:00:00 AM**	**12**	**718**	Getting in was easy, just like Mr. Johnson promised. Buy you've got heavy company on the way out.
Rampage!	**Open Play**	**Battletech: Alpha Strike**	**Board game**	**N/A**	**1 – 8**	**$0.00**	**0**	**10:00:00 AM**	**12**	**718**	Lances of Battlemechs rage over blasted terrain in a wild free for all

The Duke	**Demo**	**The Duke**	**Board game**	**-**	**Min 1, Max 4**		**0**	**10:00:00 AM**	**12**	**718**	In The Duke, players move their troop tiles around the board and flip them over after each move. Each tile's side shows a dierent movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture it. Capture your opponent's Duke to win!
The 'Mech Grinder	**Open Play**	**Battletech**	**Board game**	**-**	**2/12**		**0**	**10:00:00 AM**	**12**	**718**	The BattleTech board game simulates combat between various military vehicles in the thirty-first century. The king of the battlefield is the BattleMech, but a myriad of other military units bring additional fun to any game, from combat vehicles to infantry to aerospace units and more.
The Capellan Crusades	**Open Play**	**Battletech**	**Board game**		**Min 2, Max 12**		**0**	**10:00:00 AM**	**12**		The Capellan Confederation is an unwilling participant in the Inner Sphere's best hope for peace, the Republic of the Sphere, who will emerge victorious?
Display/Booth	**N/A**	**Nero Canada**	**LARP**	**N/A**	**N/A**			**10am-7pm**			This is the basics of the booth
Nero Campaign	**Open Play**	**Nero Canada**	**LARP**	**N/A**	**5 to 25**	**Sign Up**		**2:30-4**	**1.5hrs**	**TBD**	Join Nero Canada and fellow Con-Goers in a combat experience to teach you the basics of LARP Combat and role-play adventure.
Warrior's Areana	**Combination Demo and Open Play**	**Nero Canada**	**LARP**	**N/A**	**Approx 36 per hour**			**12pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'
Warrior's Areana	**Combination Demo and Open Play**	**Nero Canada**	**LARP**	**N/A**	**Approx 36 per hour**			**3pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'
Catan North American Championship Qualifier	**Tournament**	**Settlers of Catan**	**Board game**	**Elimination**	**16/64**	**$20**	**Trip to GenCon 2015, seat at the North American Final**	**1 pm - 8 pm**	**7 hours**	**718**	This is an elimination tournament. All players will play three round-robin games (not playing the same person twice). The top 16 players will advance to the semi-finals. The winners of each of those four games will advance to the finals and vie for the grand prize (see above). The second place players in the semi-final will also advance to play for 5th place overall. Prizes will be awarded to the top 4 players Fun Games Café and Mayfair Games will be offering prizes to all tournament.

2014 Fan Expo Gaming Events - Sunday August 31

Event Name:	Event Type:	Game System:	Game Type:	Event Format:	Number of Players:	Admission:	Prizes:	Start Time:	Duration:	Room:	Description (100 words or less):
BoardGame Library	Open Play	Various BoardGames	Board Games	NA	NA	Free	NA	Sun 10:00 am	All Day	Room 718	Come by the gaming room any time the convention doors are open to play a board game with your friends, or meet some new people and jump into a game together! Volunteers will be available to help you select a game and learn the rules from our mobile library of over 200 games, so whether you're looking for a classic (Risk, Monopoly), a modern Euro (Settlers of Catan, Dominion), or an entertaining party game (Wits & Wagers, Dixit), we'll be sure to have it!
Lifelong Gaming	Panel	-	-	-	-	-	-	11:00 AM	1 hour	709	Tabletop gaming doesn't end after 20! How do you balance career, family and gaming? How do you get back into the hobby when your high school gaming group has disbanded? What if you're joining the hobby as an adult? Our panelists will discuss common challenges faced by adult gamers and the strategies they've used to overcome them.
Fate of the Norns: Ragnarok - Fimbulwinter Falls	Open Play	Runic Game System (RGS)	RPG	One-Shot	2 to 5	N/A	N/A	1:00 PM	4 hrs	709	The sun & the moon have been devoured by 2 celestial wolves. Fimbulwinter has fallen across the land. Asgard the city of the gods is under siege. Midgard has descended into war & pretender kings war for the throne. You will use runes (instead of dice) in order to resolve combat and interact with a seductive and dangerous world!
Growling Door Gates	Open Play	Critical!: Go Westerly	RPG	One-Shot	3 to 6	N/A	N/A	1:00 PM	4 hrs	709	You have been trapped in a White Griffon Tavern for days as it's blocked a demonic entrance into the Kingdom of Westerly. You're low and food and no one knows you're here, you'll have to find a way to make the cave vanish!
Potatoes and Brains	Open Play	Time & Temp	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	Employed by Marigold Staffing and working at Browne Chronometric Engineering, Inc., you travel through the ages actualizing solutions for the anomalies and paradoxes that threaten all of existence. You are reality's only line of defence in the war between the rigidity of causality and freewill. And your only reward is the hard earned satisfaction of a job well done (plus $11.50 an hour and a modest health package including comprehensive immunizations for history's most prolific diseases). Join now and help make anachronism a thing of the past!
The Council of Dragons - The Escape From Gronze	Open Play	D&D 3.5	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	The land of Gronze has recently been recaptured by the Fearbringers, who have been engaging the Council in open rebellion for generations. Unfortunately for you, you were unable to leave the continent before it was too late. Now imprisoned at a giant and orc outpost, you and your fellow prisoners must make a daring escape and find safety.
Microscope: Fractal Worldbuilding	Open Play	Microscope	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope. From periods spanning hundreds of years, to scenes capturing the details and emotions of single events, Microscope allows you to define and live out any world you desire. Mock chronological order. Defy time and space. Build worlds and destroy them. *Requires no pre-existing experience or materials. All materials are provided and all content is player-created.
TBA	Open Play	Firefly	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	
Pathfinder: Goblins - Contest of Carnage	Open Play	Pathfinder	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	It's that time of the year once again. A time goblin tribes of Golaria to set aside differences and grievances and come together to slake their bloodlust by watching a bunch of chumps mangle the crap outta each other. In case you hadn't guesses it - You're one of those chumps. Time to stab, shoot, burn, and explode your way to fame, glory and fabulous prizes.
D&D With a Twist	Open Play	AD&D 2nd Ed.	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	You are on your way home when you are suddenly overcome by a dizzying mist. When you awake you find yourself in a forest with an angry looking "something" staring at you! "This can't be real", you tell yourself, even as the small creature jabs you with his pointed staff. What do you do?
DCC: The Thing in the Chimney	Open Play	Dungeon Crawl Classics	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	At the waning of every year, as the sun grows closer to the horizon, and spends less time in the sky, there comes a time of terrible cold and deep snow to the lands of the north. The world waits with hushed breath for this, the longest night of the year, to be over. Soon, the sun will begin to climb higher each day, and the days grow longer. Although long stretches of cold weather are yet to come, this is the night in which winter's back is broken. After tonight, the world turns slowly back to warmth and light. But that is after tonight. A 1st level DCC adventure with a holiday theme, published by Purple Duck Games and run by its author.
Alternity: Black Starfall	Open Play	Alternity	RPG	One-Shot	3 to 5	N/A	N/A	1:00 PM	4 hrs	709	Soar into space with an adventure from the old TSR rpg, Alternity. The Kendai Relay Station has been taken over by terrorists. Take back the station, and regain contact with the lost colonies of the Verge.
Kobolds Ate My Baby!	Open Play	Kobolds Ate My Baby! Super Deluxx Edition	RPG	One-Shot	2 to 5	N/A	N/A	1:00 PM	4 hrs	709	It's not your fault that King Torg (All Hail King Torg!) is hungry. It's not your fault that the tastiest thing a Kobold has ever eaten is sweet baby! And it's definitely, not your fault that Kobolds are the most incompetent, reckless, and accident prone race to ever crawl out of a cave. But it is your problem...King Torg (All Hail King Torg!) needs you - yes, you - to go to the nearby human town and bring back the freshest, tastiest, human babies you can find - or, the King will be eating you

Consider Every Thing That Grows	**Open Play**	**Velour and Go-Go Boots**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	The brave crew of the Saratoga answers the automatic distress beacon for the SSPS Zebrina and finds it trapped in a decaying orbit around an uncharted planet. Don your polyester uniform, strap on your ray gun, and take to the skies as part of the crew of one of Star Patrol's finest starships. Travel to new worlds, encounter strange phenomenon, and navigate your way out of conflicts with other species using your roguish charm and two-fisted diplomacy. This new tabletop RPG by Geoff Bottone and Saturday Morning Games boasts two quick, easy-to-learn, cinematically-flavored rules sets, one for player characters and one for ship-to-ship combat.
Defiance in Phlan	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms—the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim—must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. Five different one-hour introductory adventures for levels 1-4.
Dues for the Dead	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4.
Dues for the Dead	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4.
Shadow on the Moonsea	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! A four-hour adventure for levels 1-4.
Secrets of Sokol Keep	**Open Play**	**D&D 5e**	**RPG**	**One-Shot**	**3 to 5**	**N/A**	**N/A**	**1:00 PM**	**4 hrs**	**709**	Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.
Pathfinder Society	**Open Play**	**Pathfinder**	**RPG**	**Organized Play**	**3/30**	**Free**	**Pathfinder Rulebooks and Accessories.**	**10:30 AM**	**4 hrs**	**711**	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #5-08: The Confirmation; #5-09: The Traitor's Lodge; #5-11: Library of the Lion; #5-18: The Stranger Within; #5-21: The Merchant's Wake
Pathfinder Society	**Open Play**	**Pathfinder**	**RPG**	**Organized Play**	**3/30**	**Free**	**Pathfinder Rulebooks and Accessories.**	**3:00 PM**	**4 hrs**	**711**	Pathfinder Society Organized play - all experience levels welcome. Sign up at the room to save your space at a table! Scenarios in this slot are: #5-19: The Horn of Aroden; #5-22: Scars of the Third Crusade; #5-24: Assault on the Wound; #5-25: Vengeance at Sundered Crag; Module: Master of the Fallen Fortress
Open Demos	**Open Play**	**Munchkin**	**Card/Board Games**					**Sun 10AM**	**All Day**	**718**	Open demos of many Steve Jackson Games. Munchkin, Revolution, Frag, Zombie Dice. Free give aways.
World Series of Munchkin	**Tournament**	**Munchkin**	**Card Game**	**Elimination**	**Max 36**		**Yes**	**Sun 1PM**	**3Hrs**	**718**	Cut-Throat finale. If you go below level 1, you are out! 3 rounds of different flavours of Munchkin. Top six players after 2 rounds move to final round and compete for the top prize.
Dice Masters - Constructed	**Tournament**	**Marvel Dice Masters**	**Dice Game**	**Swiss**	**4 / 32**	**$3.00**		**12:00 PM**	**4 hours**	**718**	Bring up to 8 character cards with up to 20 dice (at least one on each card) and two Basic Action Cards with their dice and markers. Team Lists and Die numbers should be brought to the event. This event is Swiss format, with paired participants playing best of three matches per round; each round is 50 minutes long. Prize support is based on attendance. Pay and sign up in advance at www.cbagames.com to guarantee your space.
Kaijudo - Sealed Set Premier	**Tournament**	**Kaijudo**	**Card Game**	**Swiss**	**4 / 32**	**$25.00**	**Set Premier Promo Cards, One Uncut Kaijudo Card Sheet and Boosters**	**11:00 AM**	**5 hours**	**718**	Kaijudo Set Premier. Fee includes 5 Kaijudo Vortex Boosters which will be used to build your deck for the event. Minimum deck size is 30. Booster pack prize support is based on attendance. For complete prize and event details and to pay and sign up in advance at www.cbagames.com
Heroclix - Sealed	**Tournament**	**Heroclix**	**Miniatures Game**	**Swiss**	**4 / 32**	**$30.00**	**OP Kit Prizing**	**1:00 PM**	**4 hours**	**718**	Select two 5-figure boosters from our stock, create a 300 point team and play! Prizes include Phoenix Buster Iron Man, Deadpool OP Kit prizes, AXV Team Bases, Wolverine and the X-Men Team Bases and more. For complete details/rules and to pre-register for this event go to www.cbagames.com
Kaijudo - Demos	**Demo**	**Kaijudo**	**Card Game**	**N/A**	**1 / 8**	**$0.00**	**None**	**10:30 AM**	**6 hours**	**718**	Learn to play Kaijudo. The game is one year old and gaining in popularity every day. Great for Adults and Children. When you learn to play you will receive a Free demo deck and a booster while supplies last! Come anytime between 10:30 am and 4 pm to learn the game.
Magic - Demos	**Demo**	**Magic: The Gathering**	**Card Game**	**N/A**	**1 / 8**	**$0.00**	**None**	**10:30 AM**	**5 hours**	**718**	Learn to play Magic: The Gathering, the most popular trading card game for over 20 years. You will receive a free demo deck! Come anytime between 10:30 am and 4 pm to learn the game.
Magic - Constructed Win-a-Box	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**8**	**$12.00**	**Box**	**Every hour**	**7 hours**	**718**	Standard, Modern and/or Legacy every hour on the hour as numbers allow.
Magic - Draft	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**8**	**$12.00**	**Boosters**	**Every hour**	**7 hours**	**718**	M15 or Theros Block draft every hour on the hour as numbers allow. 1st place receives 8 boosters, 2nd place 4 boosters.
Magic - Intro Pack Tournament	**Tournament**	**Magic: The Gathering**	**Card Game**	**Swiss**	**4 / 16**	**$18.00**	**Boosters**	**1:00 PM**	**3 hours**	**718**	Purchase a Magic 2015 Intro Pack and play in this fun, entry-level tournament for some cool prizes.

Magic - Commander	**Tournament**	**Magic: The Gathering**	**Card Game**	**Elimination**	**3 / 16**	**$3.00**	**Credit**	**2:00 PM**	**2 hours**	**718**	Winner of each 3 to 5 player pod will get entry fees from the pod returned to them in form of store credit.
Krosmaster Arena innitiation	**Demo**	**Krosmaster Arena**	**Boardgame**	**Innitiation**	**2 to 12**		**1 figurine set randomly drawn throughout all the participants**	**10 am to 4 pm**	**1h per game**	**718**	Learn how to play Krosmaster Arena, the game with tons of awesome figurines with incredible abilities! Games will be run continuously on 6 tables. Players have the chance to win a figurine every day!
Giant Blueprints	**Demo**	**Blueprints**	**Boardgame**	**Giant game**	**2 to 4**			**10 am to 4 pm**	**30 mins per game**	**718**	Come try out Blueprints, the dice-building game, on this suepersized version! Wether you know the game or want to discover it, this is the coolest wayto play!
Pandemic	**Demo**	**Pandemic**	**Boardgame**	**cooperative**	**2 to 16**			**10 am to 4 pm**	**45 mins per game**	**718**	Discover this unbelievable, incredibly contagious, coop game, or re-discover it with one of the two expnasions: On The Brink and In The Lab!
Tragedy Looper premiere	**Demo**	**Tragedy Looper**	**Boardgame**	**Innitiation**	**2 to 3 per game**			**10 am to 4 pm**	**2h per game**	**718**	Premiering at the show! Please swing by our booth to reserve your spot! We will be runnig one game at 4PM and one at 6:30PM and will supply you with a Mastermind for your game. Get ready toenter the time loop!
Underworld LARP presents The Battle to be King/Queen of FanExpo 2014	**Tournament**	**Underworld LARP**	**LARP**	**Elimination**	**MAX: 20**		**1st - 2nd**	**2:00PM**	**1 Hour**	**LARP**	Underworld LARP invites you to join us in the finals of our tournament to crown the NEW King/Queen of FanExpo 2014. The winner of The Necromancer & Princess's tournaments will face off to the death!! (Depletion of your in game HP)Each combatant will be rewarded with a prize, but the winner gets a special prize!!! WWW.LARP.CA
HEROCLIX: MARVELvs.DC	**Demo**	**HEROCLIX**	**miniatures**	**Elimination/Swiss**	**N/A**	**$0**	**tba**	**1p.**	**3hrs.**	**718**	
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Strikers Duel / Intro to Combat**	**20 / 100**	**N/A**	**N/A**	**12:00 PM**	**2 hrs**	**600 level**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
Z-World Photo Op	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Photo Session**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**7 hrs**	**718**	The public is invited to come have their photo taken with their favorite Zombie to add to our "Wall of Survivors"
Z-World Make Over	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Face Painting**	**30 / 50**	**N/A**	**N/A**	**10:00 AM**	**7 hrs**	**718**	The public is invited to come have their make-up done to Zombify their look
Combat Demonstrations	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**Monster Battles**	**20 / 100**	**N/A**	**N/A**	**2:00 PM**	**2 hrs**	**600 level**	Members of the convention are able to join in with experienced players to learn how to safely join in with Live Action Combat.
MARKETING	**Live Action Role Playing Game**	**Z-World Larp**	**LARP**	**N/A**	**N/A**	**N/A**	**N/A**	**10:00 AM**	**7 hrs**	**718**	Marketing and advertising for Z-World Larp, con-goers can come and meet the Z-World Team and learn about the world of LARPing in Ontario
Shadowrun: Crossfire!	**Demo**	**Shadowrun: Crossfire**	**Board game**	**N/A**	**1 – 4**	**$0.00**	**0**	**10 AM**	**7**	**718**	Getting in was easy, just like Mr. Johnson promised. Buy you've got heavy company on the way out.
Rampage!		**Battletech: Alpha Strike**	**Board game**	**N/A**	**1 – 8**	**$0.00**	**0**	**10 AM**	**7**	**718**	Lances of Battlemechs rage over blasted terrain in a wild free for all
The 'Mech Grinder	**Open Play**	**Open Play**	**Miniatures**	**-**	**2/12**		**Yes**	**10:00:00 AM**	**7**	**718**	The BattleTech board game simulates combat between various military vehicles in the thirty-first century. The king of the battlefield is the BattleMech, but a myriad of other military units bring additional fun to any game, from combat vehicles to infantry to aerospace units and more.
Trial of Bloodright	**Tournament**	**Battletech**	**Miniatures**	**Elimination**	**Min 2, Max 16**		**Yes**	**10:00:00 AM**	**7**	**718**	You have made it into the honorable Trial of BloodRight. Do you have what it takes to earn the honor of a Blood Name?
The Duke	**Open Play**	**The Duke**	**Board Game**	**-**	**Min 1, Max 4**			**10:00:00 AM**	**7**	**718**	In The Duke, players move their troop tiles around the board and flip them over after each move. Each tile's side shows a dierent movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture it. Capture your opponent's Duke to win!
Display/Booth	**N/A**	**Nero Canada**	**LARP**	**N/A**	**N/A**			**10am-5pm**			This is the basics of the booth
Nero Campaign	**Open Play**	**Nero Canada**	**LARP**	**N/A**	**5 to 25**	**Sign Up**		**12:30-2**	**1.5hrs**	**TBD**	Join Nero Canada and fellow Con-Goers in a combat experience to teach you the basics of LARP Combat and role-play adventure.
Warrior's Areana	**Combination Demo and Open Play**	**Nero Canada**	**LARP**	**N/A**	**Approx 36 per hour**			**12pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'
Warrior's Areana	**Combination Demo and Open Play**	**Nero Canada**	**LARP**	**N/A**	**Approx 36 per hour**			**3pm**	**2hrs**	**"Pit"**	Come watch and participate in LARP combat and face off against opponents in our Combat 'Pit'
Great Canadian Board Game Blitz	**Tournament**	**Various BoardGames**	**Board Games**	**non-elimination**	**12-40**	**FREE (with FanExpo pass) $10 (without any pass)**	**Prizes supplied by FunGamesCafe**	**Sun 12:30PM**	**7.5hrs**	**Confederation Rooms 5 & 6 (in Royal York Hotel)**	Each round, players select a game they'd like to play in some order (randomly at first, and then by accumulated points). Everyone then plays their selected games simultaneously and earns a number of points based on the rank they achieved in the game. After five rounds, the player with the most tournament points is crowned the best board gamer in Canada!